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### 1 [Facial modeling and animation](#)



Jörg Haber, Demetri Terzopoulos

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

**Publisher:** ACM Press

Full text available: [pdf\(18.15 MB\)](#) Additional Information: [full citation](#), [abstract](#)

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

### 2 [Projectors: advanced graphics and vision techniques](#)



Ramesh Raskar

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

**Publisher:** ACM Press

Full text available: [pdf\(6.53 MB\)](#) Additional Information: [full citation](#)

### 3 [Crowd and group animation](#)



Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

**Publisher:** ACM Press

Full text available: [pdf\(20.19 MB\)](#) Additional Information: [full citation](#), [abstract](#)

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...



#### 4 Query evaluation techniques for large databases



Goetz Graefe

June 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 2

Publisher: ACM Press

Full text available: pdf(9.37 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Database management systems will continue to manage large data volumes. Thus, efficient algorithms for accessing and manipulating large sets and sequences will be required to provide acceptable performance. The advent of object-oriented and extensible database systems will not solve this problem. On the contrary, modern data models exacerbate the problem: In order to manipulate large sets of complex objects as efficiently as today's database systems manipulate simple records, query-processi ...

**Keywords:** complex query evaluation plans, dynamic query evaluation plans, extensible database systems, iterators, object-oriented database systems, operator model of parallelization, parallel algorithms, relational database systems, set-matching algorithms, sort-hash duality

#### 5 Link and channel measurement: A simple mechanism for capturing and replaying wireless channels



Glenn Judd, Peter Steenkiste

August 2005 **Proceeding of the 2005 ACM SIGCOMM workshop on Experimental approaches to wireless network design and analysis E-WIND '05**

Publisher: ACM Press

Full text available: pdf(6.06 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Physical layer wireless network emulation has the potential to be a powerful experimental tool. An important challenge in physical emulation, and traditional simulation, is to accurately model the wireless channel. In this paper we examine the possibility of using on-card signal strength measurements to capture wireless channel traces. A key advantage of this approach is the simplicity and ubiquity with which these measurements can be obtained since virtually all wireless devices provide the req ...

**Keywords:** channel capture, emulation, wireless

#### 6 A structural view of the Cedar programming environment



Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach, Robert B. Hagmann

August 1986 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 8 Issue 4

Publisher: ACM Press

Full text available: pdf(6.32 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents an overview of the Cedar programming environment, focusing on its overall structure—that is, the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming language, also called Cedar. Its primary purpose is to increase the productivity of programmers whose activities include experimental programming and the development of prototype software systems for a high-performance personal computer. T ...

#### 7 Fast detection of communication patterns in distributed executions



Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**



**Publisher:** IBM Press

Full text available:  [pdf\(4.21 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

## 8 VIRTUS: a collaborative multi-user platform



Kurt Saar

February 1999 **Proceedings of the fourth symposium on Virtual reality modeling language**

**Publisher:** ACM Press

Full text available:  [pdf\(4.09 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** VRML, VRML event model, architecture construction engineering (ACE), collaborative virtual environment (CVE), computer supported collaborative work (CSCW), dead reckoning, distributed environments, living worlds, multi-user technologies, virtual environments, virtual worlds


## 9 Columns: Risks to the public in computers and related systems



Peter G. Neumann

January 2001 **ACM SIGSOFT Software Engineering Notes**, Volume 26 Issue 1

**Publisher:** ACM Press



Full text available:  [pdf\(3.24 MB\)](#) Additional Information: [full citation](#)

## 10 Massive High-Performance Global File Systems for Grid computing

Phil Andrews, Patricia Kovatch, Christopher Jordan

November 2005 **Proceedings of the 2005 ACM/IEEE conference on Supercomputing SC '05**

**Publisher:** IEEE Computer Society

Full text available:  [pdf\(493.23 KB\)](#) Additional Information: [full citation](#), [abstract](#)  
 [Publisher Site](#)

In this paper we describe the evolution of Global File Systems from the concept of a few years ago, to a first demonstration using hardware Fibre Channel frame encoding into IP packets, to a native GFS, to a full prototype demonstration, and finally to a production implementation. The surprisingly excellent performance of the Global File Systems over standard TCP/IP Wide Area Networks has made them a viable candidate for the support of Grid Supercomputing. The implementation designs and performance ...

## 11 Information systems outsourcing: a survey and analysis of the literature



Jens Dibbern, Tim Goles, Rudy Hirschheim, Bandula Jayatilaka

November 2004 **ACM SIGMIS Database**, Volume 35 Issue 4

**Publisher:** ACM Press

Full text available:  [pdf\(1.51 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

In the last fifteen years, academic research on information systems (IS) outsourcing has evolved rapidly. Indeed the field of outsourcing research has grown so fast that there has been scant opportunity for the research community to take a collective breath, and



complete a global assessment of research activities to date. This paper seeks to address this need by exploring and synthesizing the academic literature on IS outsourcing. It offers a roadmap of the IS outsourcing literature, highligh ...

**Keywords:** determinants, literature review, outcomes, outsourcing, relationships, research approaches, theoretical foundations

12 Securing wireless applications: ESCORT: a decentralized and localized access control system for mobile wireless access to secured domains



Jiejun Kong, Shirshanka Das, Edward Tsai, Mario Gerla

September 2003 **Proceedings of the 2003 ACM workshop on Wireless security**

**Publisher:** ACM Press

Full text available: pdf(401.72 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this work we design and implement ESCORT, a *backward compatible, efficient, and secure* access control system, to facilitate mobile wireless access to secured wireless LANs. In mobile environments, a mobile guest may frequently roam into foreign domains while demanding critical network services. ESCORT provides instant yet secure access to the mobile guest based on the concept of "escort", which refers to a special network object with four distinct properties: (1) T ...

**Keywords:** decentralized access control, identity privacy, location privacy, mobile privacy, wireless security

13 Social matching: A framework and research agenda



Loren Terveen, David W. McDonald

September 2005 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 12 Issue 3

**Publisher:** ACM Press

Full text available: pdf(199.96 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Social matching systems bring people together in both physical and online spaces. They have the potential to increase social interaction and foster collaboration. However, social matching systems lack a clear intellectual foundation: the nature of the design space, the key research challenges, and the roster of appropriate methods are all ill-defined. This article begins to remedy the situation. It clarifies the scope of social matching systems by distinguishing them from other recommender syste ...

**Keywords:** Human-computer interaction, collaborative filtering, information visualization, recommender systems, social networks

14 Transaction processing monitors



Philip A. Bernstein



November 1990 **Communications of the ACM**, Volume 33 Issue 11

**Publisher:** ACM Press

Full text available: pdf(3.06 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)


A transaction processing (TP) application is a program that performs an administrative function by accessing a shared database on behalf of an on-line user. A TP system is an integrated set of products that supports TP applications. These products include both hardware, such as processors, memories, disks and communications controllers, and software such as operating systems (Oss), database management systems (DBMSs), computer networks and TP monitors. Much of the integration of these prod ...



- 15 Building a scaleable geo-spatial DBMS: technology, implementation, and evaluation   
 Jignesh Patel, JieBing Yu, Navin Kabra, Kristin Tufte, Biswadeep Nag, Josef Burger, Nancy Hall, Karthikeyan Ramasamy, Roger Lueder, Curt Ellmann, Jim Kupsch, Shelly Guo, Johan Larson, David De Witt, Jeffrey Naughton  
June 1997 **ACM SIGMOD Record , Proceedings of the 1997 ACM SIGMOD international conference on Management of data SIGMOD '97**, Volume 26 Issue 2  
**Publisher:** ACM Press



Full text available:  pdf(1.58 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents a number of new techniques for parallelizing geo-spatial database systems and discusses their implementation in the Paradise object-relational database system. The effectiveness of these techniques is demonstrated using a variety of complex geo-spatial queries over a 120 GB global geo-spatial data set.

- 16 Wireless Andrew: building a high speed, campus-wide wireless data network   
Bernard J. Bennington, Charles R. Bartel  
January 2001 **Mobile Networks and Applications**, Volume 6 Issue 1  
**Publisher:** Kluwer Academic Publishers

Full text available:  pdf(159.87 KB) Additional Information: [full citation](#), [references](#), [index terms](#)



**Keywords:** Andrew, WaveLAN, integration, wireless network

- 17 From silicon valley to silicon prairie: a long distance telecommuting case study   
 Anthony R. Hendrickson, Troy J. Strader  
July 1998 **ACM SIGCPR Computer Personnel**, Volume 19 Issue 3  
**Publisher:** ACM Press

Full text available:  pdf(1.13 MB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

The issues faced by firms in today's telecommunications environment are outlined and are discussed in juxtaposition with an actual telecommuting case study of Trade Reporting and Data Exchange, Inc. (T.R.A.D.E.), a software engineering company located in San Mateo, CA. Telecommuting was successful for T.R.A.D.E in the short term because a) required technology was widely available, b) the candidate initiated the idea and had the necessary industry and company experience, c) the organization could p ...

**Keywords:** case study, human resource management, information technology, telecommuting

- 18 Privacy 1: Who gets to know what when: configuring privacy permissions in an awareness application   
 Sameer Patil, Jennifer Lai  
April 2005 **Proceedings of the SIGCHI conference on Human factors in computing systems**  
**Publisher:** ACM Press

Full text available:  pdf(715.75 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We report on a study (N=36) of user preferences for balancing awareness with privacy. Participants defined permissions for sharing of location, availability, calendar information and instant messaging (IM) activity within an application called mySpace. MySpace is an interactive visualization of the physical workplace that provides dynamic information about people, places and equipment. We found a significant preference for defining



privacy permissions at the group level. While "family" received ...

**Keywords:** awareness, context-aware computing, contextual communication, information disclosure, permission structures, privacy

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S13	59065	S IC=G06F?
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S15	25402	S S4 AND S1(7N)S3 AND S2(7N)S3
S16	485	S S15 AND S10:S11 AND S8:S9
S17	24	S S15 AND S5(7N)S7 AND S6(7N)S7
S18	146	S S16 AND S10:S11(7N)S8:S9
S19	0	S S17 AND (S16 OR S18)
S20	170	S S17:S18
S21	68	S S20 AND AC=US/PR
S22	62	S S21 AND AY=(1970:2003)/PR
S23	58	S S21 NOT AY=(2004:2006)/PR
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